Urban Combined Arms Defense

Agenda

- Why Defend
- Site Selection
- Weapons Employme
- Combined Arms Employment
- Night Operations
- Summary

Why Defend?

- Night
  - A pause between Offensive Ops
- Economy of Force
- Deny enemy objectives
- Hold key terrain
- Control Avenues of Approach

Assess the Situation- USMC

- Mission
- Enemy
- Terrain and Weather
- Troops Available
- Time
- Space
- Logistics
  - Ensure everyone knows the basis for the assessment

Assess the Situation- US Army

- Mission
- Enemy
- Terrain and Weather
- Troops Available
- Time
- Civilians

Urban Environment Factors

- Objective
  - Things that troops cannot significantly change
  - Largely beyond our control
- Subjective:
  - Factors that soldiers can affect/change.

Objective Factors

- Type of Structures
- Avenues of Approach
- Enemy (SALUTE)
- Fields of Fire
- Dead Space
- **Individual Discipline**

Subjective Factors

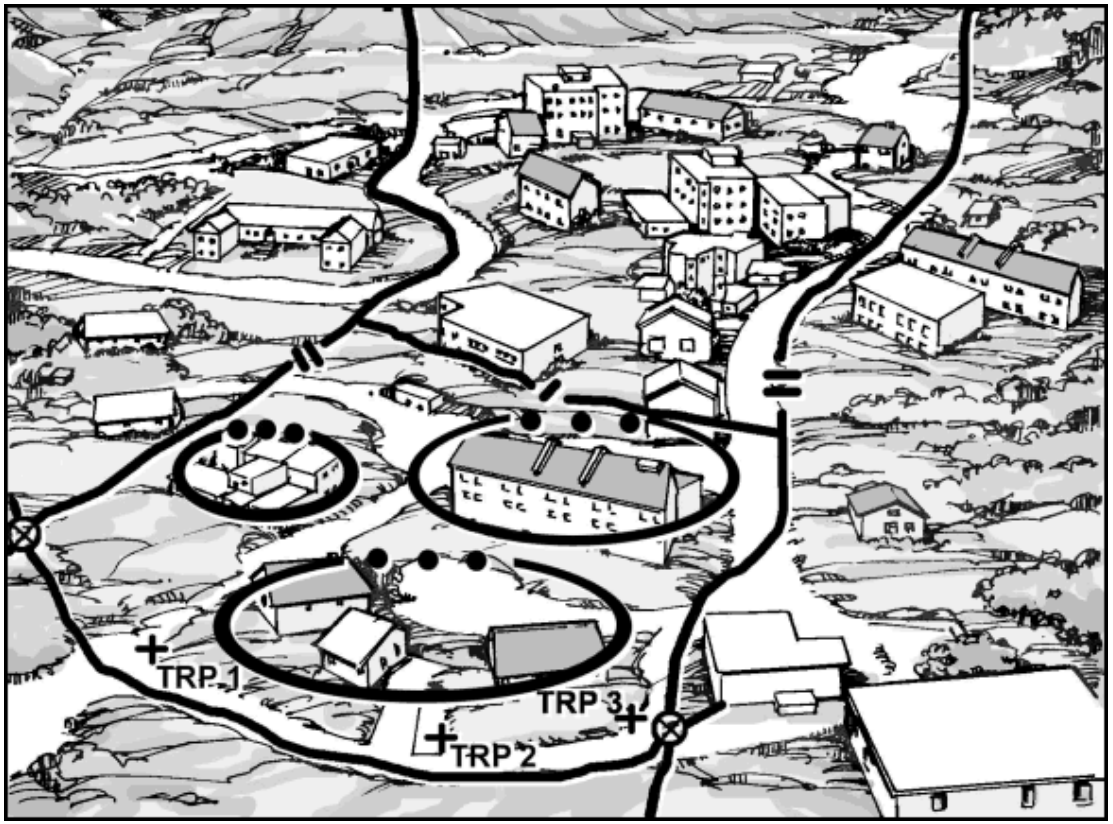
- Fighting Positions
  - orientation, location
- Obstacles
- Fires
- Egress Route
- Communications
- **Individual Discipline**

Essential Elements of the Urban Defense

- Put enemy in engagement area(s) that:
  - Quicken his destruction
  - Optimize our use of terrain and firepower.
- Composed of elements of
  - Counterattack and ambush
  - Dedicated strongpointing

Urban Strongpointing

Combining and maximizing the cover and concealment effects of available terrain and fields of fire.



Hugging

- Positioning of troops in so near a proximity to the opposing force that indirect fires, CAS, and even machine gun/anti-armor direct fires are rendered ineffective due to the danger of fratricide.

Defense Against Hugging

- Emplace wire obstacles
  - Cover with machine gun fire
- Use mines and booby traps
  - Canalize enemy into direct fields of fire or preplanned indirect fires

Urban Combined Arms Defense Planning

- DEFENSE = STRENGTH
- Site selection
- Weaponeering
- Small Unit Leadership / Discipline
- 360 Degree Awareness
- Ambush Mentality

Site Selection

- Multi-story buildings
  - "high ground"
  - Good visibility
  - Thicker walls (normally)
- Structures that provide rapid egress routes
- Priority goes to Fields of Fire

Structures (1 of 4)

- 7.62 round will penetrate:
  - 2 inches of reinforced (American) concrete
  - 10 inches of cinder block
- Only 300 rounds are required to penetrate a standard (American) 2-foot thick concrete wall
  - Note: M240B fires at up to 900 rounds per minute

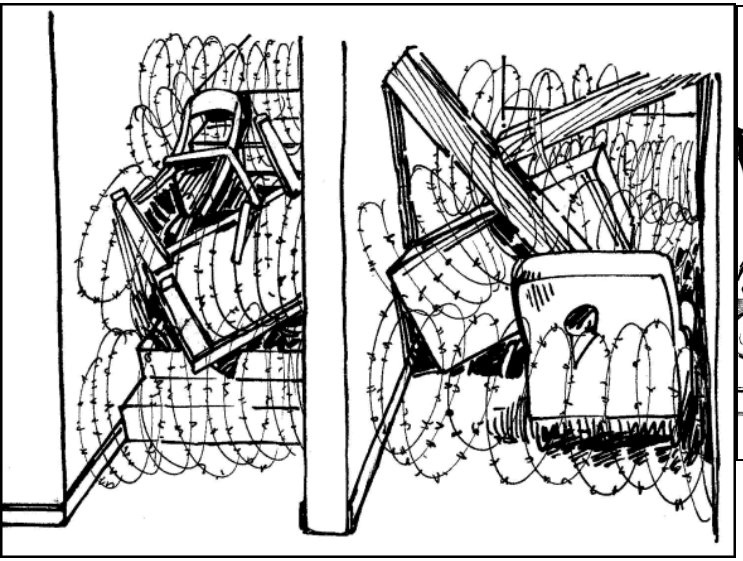
Structures (2 of 4)

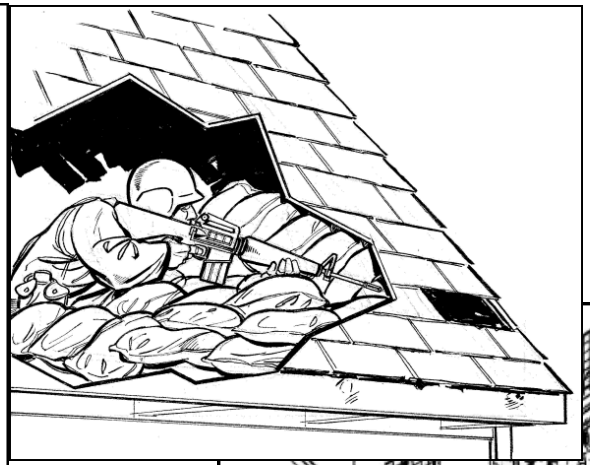
- Look for (2+feet) thick walls
  - 80-90 percent of the walls in the world are rebar reinforced
  - Chicken wire/fencing can block RPGs and hand grenades
- Concrete and glass mixture used in 3rd world countries to prevent entry

Structures (3 of 4)

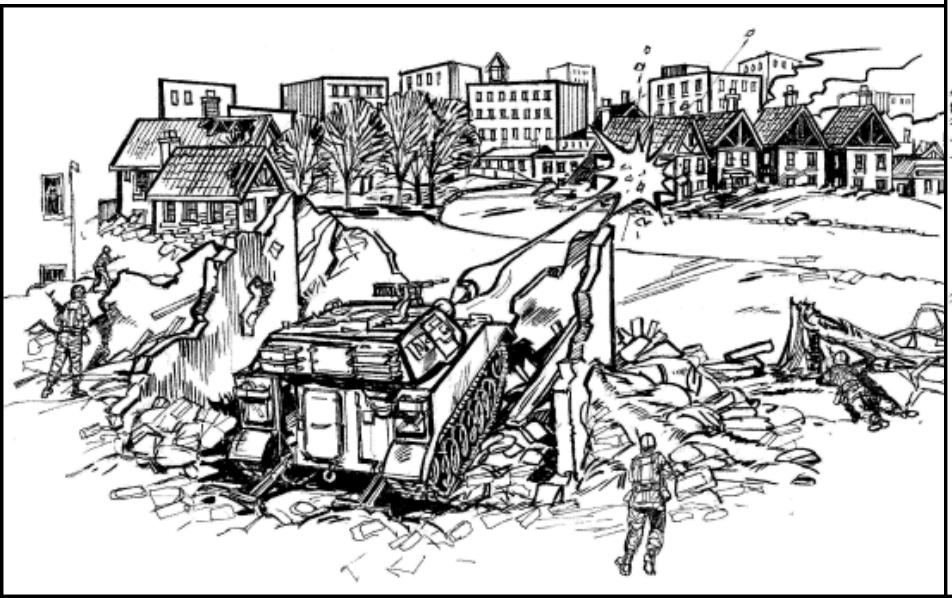
- Strongpoint a structure that has a rapid egress route readily available
  - usually to secondary defensive positions.
- Do not strongpoint in a structure that is easily isolated by enemy forces
  - regardless of how impenetrable it seems.

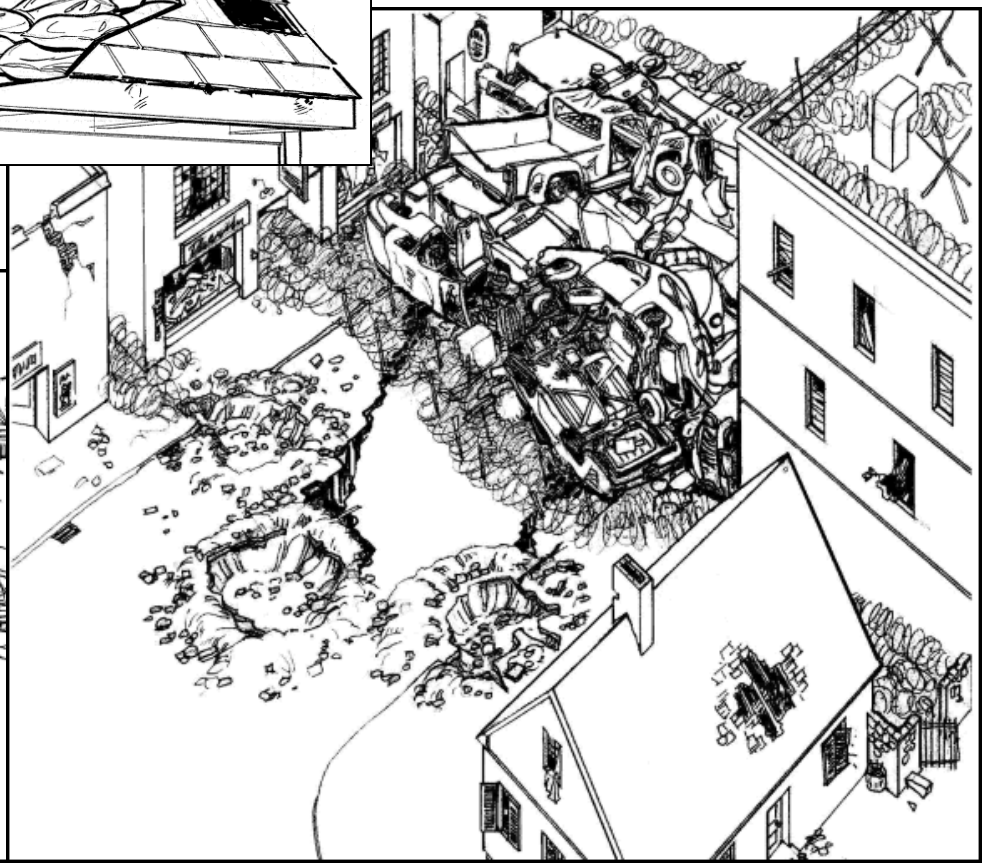
Structures (4 of 4)





Using Terrain in the defense





Principles of Fire Control (1 of 2)

- Interior location depends on
  - weapons available
  - avenues of approach/dead space
- Mass the effects of fire.
- Destroy greatest threat first.
- Avoid target overkill.
- Employ the best weapon for the target.

Principles of Fire Control (2 of 2)

- Minimize friendly exposure.
  - Fire from flank, dispersed sites
- Prevent fratricide
  - Key is situational awareness
- Plan for limited visibility
  - NVDs, IR devices etc.
- Develop contingencies for diminished capabilities
  - Build in redundancy
  - Plan on casualties

Weaponeering

- Integrate best weapon with best terrain / environment
- Direct fire
- Anti-Armor
- Indirect Fire Weapons
- Scout Snipers
- CAS
- Armor and Mech

Machine Guns

- Control avenues of approach
  - Based on visibility
  - reinforce w/sandbags, rubble
- Planned kill zones / Engagement Areas
- Priority of engagement
- Top down fires
- Alternate/Supplementary firing positions

Company Snipers

- Put them up high (visibility)
  - Skilled observers
- Enhanced optics
  - Binos, thermals, scope
- Engage high priority targets
- Rotate frequently to avoid
  - Fatigue
  - Boredom
  - tunnel-vision

Anti-Armor

- Room must handle backblast
- Leave doors/windows open
  - Eliminate flammable objects
- Arming distance vs. range
- Obstacles in flight path
  - Interfere with TOW guidance
- Top down attack is best

Armored Vehicles

- Reaction forces when attacked
  - Big psychological effect
  - Excellent for counter-attack
  - Powerful thermals/ com platform
- Tuck them into buildings
  - limit signature and reduce effect of anti-armor rounds
- Big factor: spall effect

Close Air Support

- Requires effective planning coordination and com platform
  - Fixed wing limited effectiveness
  - ROE and target ID limits options
  - Rotary Wing limited by threat
- Weapons Systems reduced by buildings
- All Army CAS (helos) can ID

Image Intensifiers

- Use Ambient Light
  - Stars, moon, distant lights.
- Can use IR illuminators
  - For complete darkness
  - Can “beacon” own position
- Cannot see through smoke
- Brighten otherwise dark image

Thermal Imagers

- Detect very slight temperature differences
  - Highlights all heat sources
  - Used in weapons sights to ID vehicles at long range
- High resolution
  - Through smoke and fog
  - Will not penetrate glass

MG/Anti-Armor Teams

Machine Gun Team:

- Gunner and A/Gunner (A/G)
  - A/G well versed in EA details
  - A/G scans for targets
  - Talks gunner on target
- Anti-Armor Team:
  - Both gunner, A/G have devices
  - High priority targets only

Operating at Night

- Communications must:
  - Tie in all positions
  - Rely mostly on radios/wire
- Control noise and light
- Sleep plan
  - No-one alone (buddy system)
- Minimize physical gaps
- Plan twilight resupply

Situational Awareness

- Noise and light discipline
- Location of all adjacent positions
- Status of friendly patrols
- Fire criteria
- Location of LP/OP
- Secondary firing positions
- Egress routes

Summary

- Urban defense factors
  - Drive effectiveness
  - Based on strongpointing
- Defenders must plan:
  - Site selection
  - Weaponeering
- Defenders must execute
  - Exploitive counterattacks
  - Night operations